Amendment to the Claims:

1. (Cancelled)

2. (Currently Amended) The method as claimed in claim 22, wherein the objects are arranged within a fixed hierarchy in order to enable substituting objects[[,]] ~~starting with a highest~~ based on relative hierarchical level.

3. (Previously Presented) A method of optimizing the presentation on a display screen of objects of a user interface which can be freely positioned and scaled by means of control elements by means of a predetermined calculation rule in such a manner that the objects can be automatically changed, in dependence on object contents, selected preferred settings and available display resource on the display screen, between a minimum readable size and a selected maximum size in such a manner that optimum filling of the available display screen surface is achieved, while suppressing less important details of the object contents and while changing the mode of display of the object contents and/or the object as well as while avoiding mutual overlapping of the objects, wherein the objects are ordered in a hierarchy, an ordering of the hierarchy of combined objects can be changed.

4. (Currently Amended) A method of optimizing the presentation on a display screen of objects of a user interface, the method comprising:

~~placing patient monitors on at least a first patient and a second patient;~~

generating a plurality of objects, each object containing patient ~~monitoring~~ information from a ~~corresponding patient monitor~~ medical measuring device;

positioning and scaling the control elements with a predetermined calculation rule to form at least a first group of objects corresponding to [[the]] a first patient and a second group of objects corresponding to [[the]] a second patient in such a manner that the objects can be automatically changed, in dependence on object contents, selected preferred settings and available display resource on the display screen, between a minimum readable size and a selected maximum size in such a

manner that optimum filling of the available display screen surface is achieved, while avoiding mutual overlapping of the objects;

displaying the first and second groups of objects on a display device.

5. (Cancelled)

6. (Previously Presented) The method as claimed in claim 4, further including:

automatically substituting the objects among themselves.

7. (Previously Presented) A method of optimizing the presentation on a display screen of objects of a user interface which can be freely positioned and scaled by control elements by a predetermined calculation rule in such a manner that the objects can be automatically changed, in dependence on object contents, selected preferred settings, and available display resources on the display screen, between a minimum readable size and a selected maximum size in such a manner that optimum filling of an available display screen surface is achieved, while suppressing less important details of the object contents and while changing the mode of display of the object contents and/or the object as well as while avoiding mutual overlapping of the objects, wherein the contents of an object contain static information as well as dynamically variable information and/or commands and various options for processing/manipulation, wherein the objects can temporarily be displayed in enlarged form in dependence on a given trigger signal which is produced by a control element which is defined by object selection/object marking.

8. (Cancelled)

9. (Previously Presented) The method as claimed in claim 7, wherein respective rectangular surfaces are provided for the display of the objects on the display screen.

10-15. (Cancelled)

16. (Previously Presented) The method as claimed in claim 4, further including:

generating a cursor on the display screen;

with the cursor, designating one of the objects; and,

temporarily enlarging the designated object.

17. (Previously Presented) The method as claimed in claim 4, further including:

in response to one of the objects ceasing to contain relevant patient monitoring information, automatically, without user intervention, substituting another object for the one object.

18. (Previously Presented) The method as claimed in claim 17, further including:

when another object is substituted, automatically repositioning and rescaling the objects using the calculation rule.

19. (Previously Presented) The method as claimed in claim 7, wherein the trigger signal is produced by a cursor touching one of the objects, such that one of the objects is temporarily enlarged when it is being touched by the cursor and returns to its original size when the cursor no longer touches the one of the objects.

20. (Cancelled)

21. (Previously Presented) The device as claimed in claim 20, wherein the briefly enlarged object contains patient monitoring information.

22. (Currently Amended) A method of optimizing a presentation of static and dynamic objects containing patient monitoring information, the method comprising:

~~inputting data from a plurality of patient monitoring devices;~~

~~converting the input data from each of the monitoring devices into the patient monitoring information;~~

generating a plurality of objects, each object containing [[the]] patient monitoring information ~~converted from the input data~~ from ~~one of the monitoring devices~~ a medical measuring device;

positioning and scaling the objects in a group using a calculation rule in such a manner that the objects are automatically changeable in dependence on object contents, selected settings and available display resources on a display screen while avoiding overlapping objects;

in response to one of the objects ceasing to contain relevant patient monitoring information, automatically, without user intervention, substituting another object and repositioning and rescaling the displayed objects using the calculation rule.

23. (Previously Presented) The method as claimed in claim 22, further including:

generating a cursor on the display screen;

moving the cursor on the display screen using a user input device;

in response to touching an object with the cursor, temporarily enlarging the touched object.

24. (New) The method as claimed in claim 3, wherein the objects are windows which contain patient monitoring information.

25. (New) The method as claimed in claim 3, further including:

designating an object;

enlarging the designated object;

resizing the other objects to avoid overlapping without reducing the other objects below the minimum readable size.

26. (New) The method as claimed in claim 25, further including:

suppressing detail in the other objects to maintain the minimum readable size.

27. (New) The method as claimed in claim 4, further including:

resizing the objects of the first groups relative to the objects of the second group.

28. (New) The method as claimed in claim 4, further including:

designating one of the groups;

enlarging the objects of the designated group.

29. (New) The method as claimed in claim 7, wherein a first group of the objects contain information from a first patient and a second group of the objects contained information from a second patient and further including:

selecting one of the first and second groups;

scaling the objects of the selected group relative to the other group by said predetermined calculation rule.

30. (New) The method as claimed in claim 7, wherein the objects are windows which contain patient monitoring information.

31. (New) A device for optimizing a presentation of static and dynamic objects containing dynamically varying patient data, the device comprising:

a display screen;

an interface which receives dynamically varying patient data and displays the patient data in objects on the display screen, the interface implementing a calculation rule to:

substitute, reposition, and rescale the displayed objects in response to one of the displayed objects ceasing to contain relevant patient data, and

position and scale the displayed objects using the calculation rule to automically change object contents, settings, and available resources on the display screen, and

avoid overlapping of the displayed objects.